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CYBER-SPIN

INSTRUCTION BOOKLET

TAKARA®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

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Thank you for selecting this Cyber Spin™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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INTRODUCTION

Fasten that seat belt and grab the wheel of the racing car of the future –The Cyber Car. It's the grand prix of auto racing, taking place in 10 countries throughout the world. Each course is different, requiring all your skill and precision. Challenging every step of the way - you'll need cool nerves to know when to accelerate or brake as you round a corner or zoom down a straight-away.

Join Chuck Davis and seven other drivers, as they compete for the glory of the championship. Listen for the screech of tires peeling out, watch the landscape racing by, be the one to grab first place! The other drivers will be doing their utmost - you must do more than match their speed, you must beat them!

CHUCK DAVIS AND THE CYBER CAR

Chuck Davis and the Cyber Car are made for each other. Barely 17, Chuck lives and breathes auto racing. Other kids spend their free time after school playing sports, but for Chuck nothing compares with hanging out at the local garage and tinkering with cars - trying to improve them so they'll run faster and better.

Chuck wants to become part of the elite group that races with the wind, and nothing and nobody is going to keep him from finishing #1. This desire to be the best race driver ever has earned him the nickname of 'CHASE" because, as his friends say - "He's always chasing after that checkered flag." And now's his big chance. A chance to show the entire world what he can do.

DEMO MODE

While you're reading through this manual, watch the screen as Chuck Davis takes control and demonstrates how to drive various courses in the grand prix.

The demo mode starts just a few seconds after the [Cyber Spin] title appears. Every course will make an appearance, so watch for it. Now's a good time to check out the various displays on the screen - you won't be able to do more than just glance at 'em once the race begins!

GAME FEATURES

Cyber Spin is designed so that you can concentrate completely on racing. Watch the red light panel fade out as the blue one lights up and take off. Keep your eye on the road - the bird's-eye view makes the course easy to see, although going under overpasses and through shadowed areas will keep you on the edge of your seat. Yellow signs pop up on the screen to indicate upcoming turns - you don't have to rely totally on memory and reflexes.

GAME FEATURES

Revving up to the top speed of 394 km/h may seem sufficient, but it's not. That's when the turbo booster comes in. Use it for a quick or sustained burst of speed, to blast down that straight-away or pass an opponent's car. Just be careful, the turbo booster eats up a lot of power and makes the cyber car much trickier to control.

GAME FEATURES

When you've completed a lap, arrows will indicate the direction to the pit stop. If you don't need it-keep going, but if you're low on power, a flashing 'Pit' sign will come on the screen. That means you'd better go there at once! Drive off to the side and into the pit stop area. Once there, your crew will take care of refitting the cyber car back to tip-top shape automatically. Then they'll push the car back out towards the course so you can continue the race.

And remember, if you don't place in one of the top 6 ranking positions (coming in 7th or 8th), you'll have to run the course again.

CONTROLLING THE GAME

Driving your Cyber Car couldn't be easier. Steering is as simple as pressing in that direction on the Control Pad while moving. If stopped, the [L] and [R] buttons at the front of the controller will rotate your car left or right. The [A] button accelerates, while [B] quickly brakes. For a quick burst of speed, punch down on the [X] button - "WHOOSH", that's the Turbo Boost.

SCREEN DISPLAY

1. Best Time
2. Player's current position in race - from 1st to 8th place
3. Sign pops up to indicate upcoming turn in the course

4. Acceleration and speed display - the acceleration curve changes from Blue to Red as maximum speed is reached. The actual speed in km/h is shown numerically.
5. Power meter - the level drops as the car speeds around the course, and from use of the booster. Additionally, the level also decreases with damage from running off the course and hitting obstacles, as well as hitting other cars. Running out of power without reaching a pit stop, or sustaining too much damage causes the car to be retired from the race.
6. This shows the amount of time spent since the race began.

QUALIFYING

Qualifying is the first step to showing you're good enough to go against the 'Big Boys' - the other drivers. You'll be competing against the qualifying time - there won't be anyone else on the track. The first lap around isn't timed, so use it to familiarize yourself with the course. (It's the same one you'll be racing in shortly). The second lap is timed, and you can compare it with the 'Best Time' noted in the upper left hand corner of the screen. But the third time is when you must go all out, for this is the one that is rated against the qualifying time, and determines whether you will get to race in that course or not.

Match or Beat the qualifying time, and you'll have one of the eight positions for the upcoming race. Otherwise you must try again or quit. Before you go on to the race, you'll see your standing against the other drivers.

RACE COURSES

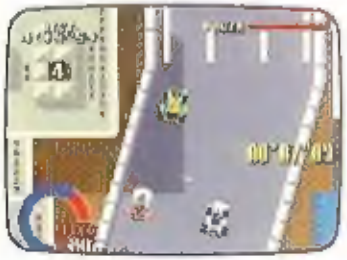
There are 10 courses in the Grand Prix:

JAPAN - This is where you'll begin. The course is flat and even, long straight-aways and slow curves make for an easy start, but then become a steep challenge. Going off onto the grass doesn't slow you down much, but will eat time. Learn how the car, and you, handle the pressure of seven other drivers who'll stop at nothing to come in first.

GERMANY - A smooth course rising above the city gives plenty of chances to go at top speed. There are few barricades, so beware of those sleep turns. Watch out for the side of the road - cliffs overlook water and you can get bumped or skid right into the drink.

RACE COURSES

PERU - A dirt course kicks up dust and makes for slow acceleration but good traction - but the turbo booster won't be as effective as on asphalt. It will take a bit longer to get going once stopped, though it is easier to hug curves at higher speed. Just be careful not to fall off the road and into the canyons.



BRAZIL - This course has barricades to keep you from falling off into bottomless ravines - at least most of the time. Passing beneath an overpass means that you lose sight of your car for a moment or two, which could be dangerous. You're so high above it all that you could get vertigo looking down!

RACE COURSES

CANADA - Back to ground level, this course has no barricades by the side of the road, just gravel. Traction will be good overall, and the skills you've honed should serve you well now.

ENGLAND - The gentle English countryside is a course with plenty of curves. Clouds pass over from above, casting their shadows below.

NORWAY - Everything's slick from ice, including the course. Traction will be very bad, and spinning-out from hitting a barricade or another car will cost you plenty of time.

RACE COURSES

KENYA - Back to hot weather and another dirt course. Gravel and trees are the obstacles that will slow you down when leaving the road.

SPAIN - Good straight-aways on this asphalt course, and the barricades keep you from going too far off. But hitting them at high speed will bounce you back and forth. Cloud shadows pass overhead as in England.

AMERICA - Finally. Forget there's a brake, punch the red line and go for glory high overhead the city. Use all your skill as the extreme curves require expert timing to keep from spinning out.

PASSWORD

The password screen will let you continue on at a later time in your quest for world championship. Each course completed gives you a password to use, and selecting the password screen lets you enter them and then go directly to the qualifying heat for that course. There's four boxes, each with five spaces to fill. Use the control pad to select and highlight either the UP or DOWN arrow of a space in one of the four boxes. Pressing on the [A], [B], [X], or [Y] buttons will enter a letter or number in the space - the UP arrow increases,a while the DOWN arrow decreases that which is placed in the space. Hit start and you'll continue onwards from the course you just finished. If you enter a wrong password, you'll have to hit [RESET]. It keeps you honest!

DRIVING TIPS

Stay in the center lane as much as possible. It'll give you more room for maneuvering when a curve or another car comes along.

For quick turns when stopped, use [L] and [A] rather than the control pad.

Controlled skidding can actually help you get around a curve faster –this works best when there's a barricade to hit.

Use the brake sparingly. Having to build up speed will cost you lots of time.

Hitting the turbo booster when going into a curve is an act of courage that could buy you a few seconds. But it could also crash you hard against a barricade, or plunge you off a cliff!

Remember, even though driving through grass and on gravel doesn't cause damage, it's slowing the car down. Stay on the course.

SAFETY PRECAUTIONS WHEN IN USE

(1) Always unplug the AC Adaptor after use.
(2) Play the game as far away as possible from the TV screen.
(3) When playing for a long time, take a 10 - 15 minute break once every 2 hours to avoid fatigue.
(4) Since precision electrical parts are used in this game system, don't use or keep the system in extremely hot or cold places and don't subject it to strong shocks by striking or dropping it.
(5) Don't touch the terminals or connectors nor spill liquids on them.
(6) Don't wipe with oil or volatile solvents such as thinner, benzene, or alcohol products.
(7) Always make sure the game system switch is OFF when removing the Game Pak.
(8) This Game Pak is for use only on the Super Nintendo Entertainment System.
(9) Don't connect the Super Nintendo Entertainment System to a large screen television. A screen burnout may occur.

INSTRUCTION MANUAL TEXT
WRITTEN BY : MARSHAL M. ROSEVTHAL/NYC.

90-DAY LIMITED WARRANTY

TAKARA USA CORP. (TAKARA) warrants to the original purchaser only of this TAKARA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This TAKARA software program is sold " as is, " without express or implied warranty of any kind, and TAKARA is not liable for any losses or damages of any kind resulting from use of this program. TAKARA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any TAKARA software product, postage paid with proof of date of purchase, at its Factory Service Center.
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